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Digital Design Graphics Technology
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DDGT240 – 14-71 Machine Vise Animation

You will create an animation in 3ds Max of the 14-71 Machine Vise you created in Inventor. The animation will showcase how the Machine Vise is assembled and will showcase it opening and closing. The final video will be completed using Adobe Premiere and will posted on a dedicated page on your website. Please watch the videos supplied by the instructor for instruction.

Read the following assignment description first but do not start without watching the videos. Watch the videos and follow along with them. Ask for assistance if you get stuck.

The grading will be based on the following:
- 20% - Inventor Setup and 3ds Max Import
    - Copy the entire Inventor folder for 14-71 Machine Vise and save it with the new name, "14-71 Machine Vise for 3ds Max"
    - Open the new folder and rename the IPJ to "14-71 Machine Vise for 3ds Max"
    - Double click on the newly renamed IPJ and Inventor will reopen with a unique project name to the new location.
    - The only files you will need in this project are the IPT and IAM files. Move everything else into the "OldVersions" folder.
    - Modify the assembly with the following changes:
        - Add your Logo or Name to the assembly (Base?)
        - Adjust the position of our assembly so that the XY plane is on the bottom of the Base
        - Edit any part that used the "CoolOrange" Thread Modeler to create threads and "Combine" into one solid
        - All parts must have an actual thread, no images
        - Position the assembly in an "open" state
        - Verify your pivot points as required. Your parts should be as centered as possible or positioned specifically for animating.
            - Example: Your pivot point for the "Vise Screw" should be placed in the center of the hole where the "Handle Rod" meets.
            - Example: The pivot point for the "Sliding Jaw" should be placed in the hole that receives the Vise Screw.
            - Example: The pivot point on the "Base" should be on the XY plane centered to the object.
    - You will be graded on the quality of the model on how you imported it from Inventor as a combination of Meshes and Body Objects.
- 20% - Machine Vise exploded view animation
- 20% - Machine Vise opening and closing animation
    - Utilizing the "Reaction Manager"

- 20% - Video Production
  - You must use Adobe Premiere to create your video.
    - Your video must be Full HD
    - You must include opening and closing titles. Titles must include the following:
      - Your Name
      - Your Logo
      - This Project's Name (you can give this your own name or call it "Machine Vise")
      - DDGT240 and the year
      - Your email
      - Your website
        - Example: www.ddgt.net/StudentPages/gstrommen
      - A link to our department website: www.ddgt.net
    - A music track
    - Your video must be submitted into the Handins folder
- 20% - Website addition
  - You must create a dedicated page to this project on your website. You will need to update your navigation as well.
  - Your dedicated page must have:
    - A short description of this project
    - At least three thumbnail images linked to larger sized images
    - A link to view your working drawing as a PDF
    - Your video animation embedded on your webpage hosted by Vimeo

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